EXTRA GAMER

CINEMAWARE® ROCKET RANGER special

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ROCKET RANGER

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Rocket Ranger is a 1988 action-adventure game developed and published by Cinemaware.

ROCKET RANGER
Only YOU can stop the Interplanetary Spread of Jet-Propelled NAZI FACISM!
SEE THE BEAUTIFUL YOUNG DAUGHTER OF A FAMOUS SCIENTIST— HELD CAPTIVE BY A GANG OF GODLESS GOOSESTEPPERS!
A Master Race from Outer Space threatens the Fate of the Free World!

For the Amiga,Atari ST, MS-DOS, Commodore 64, Apple IIGS,FM Towns,NES.

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The game's setting is based in the World War II era, allowing the player to control a US Army scientist and setting out to stop Nazi Germany from winning the war.

The Rocket Ranger moniker stems from the Rocket Pack the player uses throughout the game.

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Like many Cinemaware games, Rocket Ranger draws its inspiration from Hollywood, and likely The Rocketeer comics.

This title pays homage to the many 1950s science fiction serials, using the look and feel of the serials, including action-packed cut-scenes and an art treatment loyal to the futuristic visions of that era.

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It also features the clich elements of that era, including a dashing, courageous hero and a beautiful, voluptuous damsel in distress in need of rescue.

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Sitting in a top-secret bunker one night puzzling over some challenging physics problems, some futuristic artifacts are amazingly teleported to the player in the role of a US Army scientist along with a note that says the artifacts are from the future, a future in which the Nazis won World War II and subsequently was able to enslave the entire world.

The scientists who sent the artifacts did so in the hope that the player could reverse the outcome of the war, a war Nazi Germany should have rightfully lost.

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The success of the Nazis is based on their use of a mineral named luminarium, which can drastically lower the IQ of human males, thus effectively preventing military resistance when the Nazis invade.

The luminarium is dropped in the form of bombs from a fleet of zeppelins flying at a higher altitude than anti-aircraft guns could reach.

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The player must fly around the world fighting the escalating Nazi technology using a rocket pack and a radium pistol.

Sometimes this includes shooting down enemy fighters with the radium pistol to intercept enemy shipments.

Sometimes the sequences degenerate into bare-knuckle fistfights with enemy Nazi guards to gain rocket parts, and sometimes he has to disable the defenses of two available luminarium depots to get fuel for both his rocket pack and the rocket ship he must assemble.

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From time to time, the hero must catch up with the kidnapped scientist Dr Barnstoff and his voluptuous daughter Jane (the love interest for the game) in a zeppelin.

Another part of the game takes the form of a strategy game: from a world map display the player directs five agents to search for hidden Nazi bases and they can also "organize resistance" to slow the enemy's advance towards the US.

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The ultimate goal of the game is to collect five parts for a rocket ship and 500 units of luminarium to get to the Moon and close down the mines.

But as it turns out, the Nazis were not the only party involved: An "Interplanetary Union of Fascists", which was formed by aliens, struck a deal with the Germans, aiding their world conquest with their technology.

To achieve final victory, the Rocket Ranger must battle one of these aliens.

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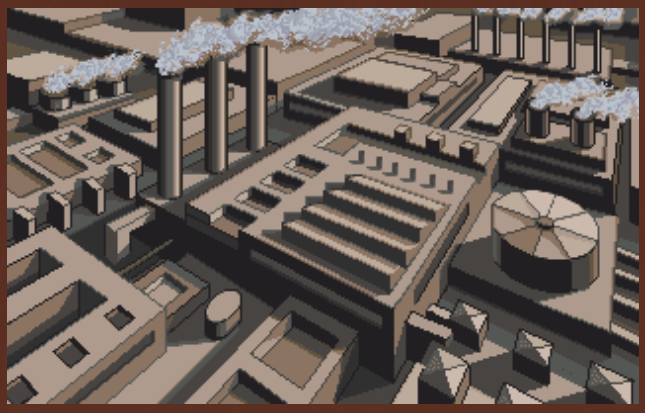
The strategy game requires the player to deploy up to five agents to different nations with one of two objectives; infiltrate or organize a local resistance.

The former allows the player to discover critical items to complete the game. The latter allows the player to delay the invasion of the United States.



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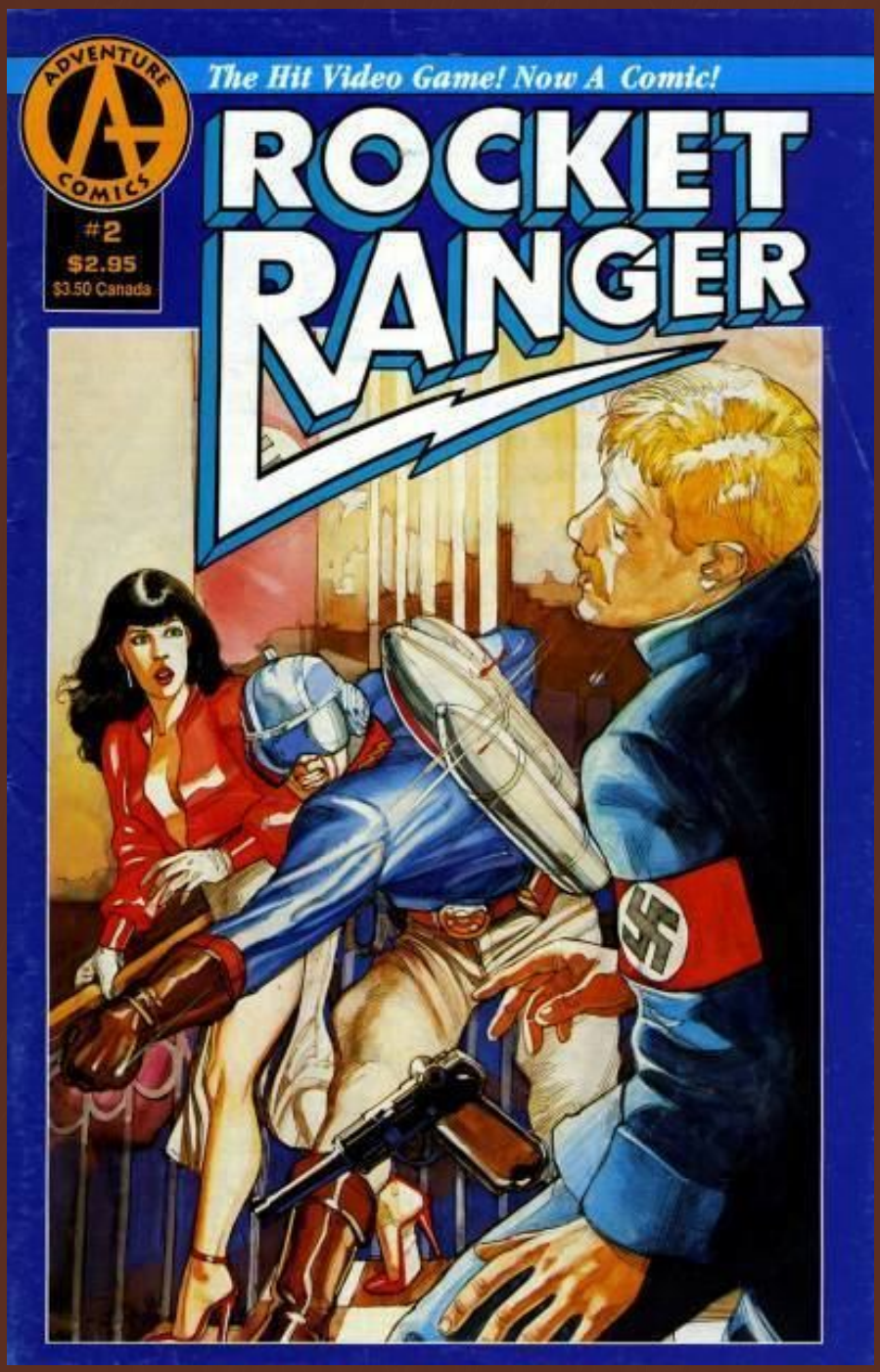

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